

### IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for providing an authorization service in a gaming network including gaming machines, the method comprising:
  - publishing the availability of the authorization service on the gaming network;
  - sending service information for a gaming service to a discovery agent on the gaming network;
  - receiving by the authorization service from the discovery agent a request to authorize the gaming service;
  - providing an authorization response to the discovery agent;
  - in response to determining by the discovery agent using the authorization response that the gaming service is authentic and authorized, publishing by the discovery agent service information to a service repository to make the gaming service available on the gaming network;
  - discovering by ~~a service provider~~ the gaming service the availability of the authorization service; and
  - processing one or more service requests between the gaming service ~~provider~~ and the authorization service, said service requests conforming to an internetworking protocol.
2. (Original) The method of claim 1, wherein the authorization service comprises a web service.
3. (Original) The method of claim 2, wherein the service request is formatted according to a service description language.
4. (Original) The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).
5. (Original) The method of claim 2, wherein the authorization service is registered in a UDDI registry.

6. (Original) The method of claim 2, wherein the authorization service accesses an authorization database.
7. (Original) The method of claim 1, wherein the authorization service is a local service in the gaming network.
8. (Original) The method of claim 7, wherein the authorization service is provided at a well known location.
9. (Original) The method of claim 8, wherein the well known location comprises a TCP/IP address and port.
10. (Currently Amended) The method of claim 8, wherein the well known location comprises an identifier for a message queue.
11. (Original) The method of claim 8, wherein the well known location comprises a file location for performing a file transfer operation.
12. (Original) The method of claim 7, wherein the authorization service is registered in a local environment for the service.
13. (Original) The method of claim 1, further comprising returning authorization results to the service provider.
14. (Original) The method of claim 13, wherein the authorization results comprise an access list for a set of client credentials submitted to the authorization service.

15. (Currently Amended) A gaming network system providing an authorization service, the gaming network system comprising:

a service provider communicably coupled to the gaming network and operable to provide a gaming service;

at least one gaming machine communicably coupled to the gaming network and operable to request a service from the service provider; [[and]]

an authorization server hosting an authorization service, said server communicably coupled to the gaming network and operable to:

publish the availability of the authorization service on the gaming network[[;]],

and

process one or more service requests between the service provider and the authorization service, said service requests conforming to an internetworking protocol;

and

a discovery agent communicably coupled to the gaming network, the discovery agent operable to:

receive service information from the gaming service,

send an authorization request to the authorization service,

receive a response from the authorization service and using the response to determine if the gaming service is authentic and authorized for the gaming network, and

publish service information for the gaming service upon determining the gaming service is authentic and authorized for the gaming network.

16. (Original) The gaming network system of claim 15, wherein the authorization service comprises a web service.

17. (Original) The gaming network system of claim 16, wherein the service request is formatted according to a service description language.

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18. (Original) The gaming network system of claim 17, wherein the service description language is a Web Services Description Language (WSDL).
19. (Original) The gaming network system of claim 16, wherein the authorization service is registered in a UDDI registry.
20. (Original) The gaming network system of claim 16, further comprising an authorization database and wherein the authorization service accesses the authorization database.
21. (Original) The gaming network system of claim 15, wherein the authorization service is a local service in the gaming network.
22. (Original) The gaming network system of claim 21, wherein the authorization service is provided at a well known location.
23. (Original) The gaming network system of claim 22, wherein the well known location comprises a TCP/IP address and port.
24. (Currently Amended) The gaming network system of claim 22, wherein the well known location comprises an identifier for a message queue.
25. (Original) The gaming network system of claim 22, wherein the well known location comprises a file location for performing a file transfer operation.
26. (Original) The gaming network system of claim 21, wherein the authorization service is registered in a local environment for the service.
27. (Original) The gaming network system of claim 15, wherein the authorization server is further operable to return an authorization result to the service provider.

28. (Original) The gaming network system of claim 15, wherein the authorization result comprises an access list for a set of client credential submitted to the authorization server.